### ****MANDATE OF GOD: Ships of the Line****

**The Mandate of God’s fleet serves as the physical manifestation of their divine mission, the vessels being both temples of faith and tools of conquest. Every ship in their grand armada is meticulously designed to reflect the will of their self-sustaining AI, which the leaders claim to be a divine oracle. Cloaked in the grandeur of religious imagery, these ships serve not only to expand the borders of the Mandate but also to enforce their vision of a galaxy under divine rule. The very design of each ship mirrors their dual pursuit of technological mastery and divine purpose; sleek, efficient, and unyielding. They believe every mission is sanctified, and every planet brought under their control is a testament to their divine superiority.**

At the heart of their fleet are vessels that balance immense power with an unwavering devotion to the cause. Their space carriers, destroyers, and command ships act as both militaristic spearheads and symbols of celestial authority. Smaller ships, such as frigates and patrol vessels, serve a more tactical role, yet their names and functions reflect the grand religious mission of spreading the word of their faith to every corner of the galaxy. From diplomatic envoys to resupply ships, every vessel in the fleet contributes to the ultimate goal: expanding the reach of their empire while demonstrating their divine right to rule over all systems. Their ships do not just carry soldiers or resources—they carry the destiny of the Mandate, enforcing both economic control and spiritual dominance in a galaxy ripe for conquest.

### ****Frigate Class (FFG)****

**Frigates are highly adaptable ships designed for multi-role operations, excelling in both combat and exploration missions. Their small size and versatility allow them to operate in deep space, conduct surveillance, and perform escort missions. Frigates are equipped for exploration, capable of navigating hazardous star systems, conducting reconnaissance, and engaging in anti-stealth operations. Their ability to quickly adapt to different environments and mission requirements makes them indispensable for exploration and patrol fleets, ensuring fleet safety and gathering intelligence.**

1. **Uriel**
   * **Class**: Combat Frigate
   * **Faction of Origin**: Mandate of God
   * **Description**: All-purpose combat frigate suitable for a variety of military missions.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Phanuel**
   * **class**: Exploration Frigate
   * **Faction of Origin**: Mandate of God
   * **Description**: A specially outfitted research frigate for longer journeys to the galactic rim.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Ithuriel** 
   * ****class**:** Commercial Frigate
   * **Faction of Origin**: Mandate of God
   * **Description**: Primarily a commercial escort frigate, retrofitted with a larger cargo bay.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size:**

### ****Destroyer Class (DDG)****

**Destroyers are fast, highly maneuverable ships built for fleet defense and aggressive space combat. Their agility allows them to navigate through asteroid fields and other hazardous environments where larger ships might struggle. Destroyers protect capital ships from smaller, more agile enemies and can perform hit-and-run tactics, using their speed to outflank slower vessels. Equipped with powerful missile-based weaponry, Destroyers are a fleet’s first line of defense, excelling in anti-fighter and anti-ship engagements.**

1. **Azrael**
   * **class**: Combat Destroyer
   * **Faction of Origin**: Mandate of God
   * **Description**: Mainline assault ship, ideal for anti-piracy fleet support.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Samael**
   * **class**: Exploration Destroyer
   * **Faction of Origin**: Mandate of God
   * **Description**: Fitted with scanners and guns, primary lead escort for research missions.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Sariel**
   * **class**: Commercial Destroyer
   * **Faction of Origin**: Mandate of God
   * **Description**: Main role in clearing asteroid fields of pirates and ‘undesirables’.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Cruiser Class (CG)****

**Cruisers are the workhorses of interstellar fleets, performing multiple roles in both offensive and defensive capacities. Armed with guided energy weapons and advanced missiles, Cruisers excel in anti-fighter defense, deep space combat, and planetary bombardments. Their versatility allows them to switch between escorting larger capital ships like Space Carriers and leading fleet engagements in planetary invasions. They can protect key fleet assets while simultaneously delivering devastating firepower to enemy fleets and planetary defenses, ensuring they remain indispensable in any fleet formation.**

1. **Camael**
   * **class**: Combat Cruiser
   * **Faction of Origin**: Mandate of God
   * **Description**: Vanguard of any planetary assault or system defense fleet.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Gabriel**
   * **class**: Exploration Cruiser
   * **Faction of Origin**: Mandate of God
   * **Description**: Usually a main vessel in clearing a path for new colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Raguel**
   * **class**: Commercial Cruiser
   * **Faction of Origin**: Mandate of God
   * **Description**: Economic force magnifier for major industrial projects in the galactic rim.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Battleship Class (BB)****

1. **Throne**
   * **class**: Combat Battleship
   * **Faction of Origin**: Mandate of God
   * **Description**: Carrier escort for main battle group in large scale engagements.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Dominion**
   * **class**: Exploration Battleship
   * **Faction of Origin**: Mandate of God
   * **Description**: Command escort vessel on all galactic rim diplomatic missions.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Power**
   * **class**: Commercial Battleship
   * **Faction of Origin**: Mandate of God
   * **Description**: Muscle for all core world interstellar trade routes.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Space Carriers (CVN)****

**Space Carriers are the centerpiece of any fleet, projecting immense power and serving as mobile command centers in deep space. These massive vessels deploy squadrons of both manned fighters and unmanned drones, allowing for maximum flexibility in space superiority operations and planetary assaults. The manned fighters excel in adaptive combat scenarios where human pilots make real-time decisions, while unmanned drones are ideal for precision strikes, scouting missions, and overwhelming enemy forces with sheer numbers. Space Carriers sustain long-range fleet operations, allowing fleets to stay in deep space without needing frequent resupply from space stations.**

1. **Michael**
   * **class**: Combat Carrier
   * **Faction of Origin**: Mandate of God
   * **Description**: Traditional flagship and ‘Hand of God’ on all major engagements.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Metatron**
   * **class**: Exploration Carrier
   * **Faction of Origin**: Mandate of God
   * **Description**: Command vessel on any first contact and planetary negotiation fleet.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Sandalphon**
   * **class**: Commercial Carrier
   * **Faction of Origin**: Mandate of God
   * **Description**: Clears the way to help establish equipment on new colony worlds
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Littoral Combat Ships (LCS)****

**Designed for planetary operations, Littoral Combat Ships operate in extremely low planetary orbits, facilitating rapid ground invasions and support missions. These vessels are modular, allowing for quick refits between planetary assault missions and exploration tasks. They deploy dropships, shuttles, and drones for both combat and logistical support during planetary assaults. Littoral Combat Ships can also be refitted by Replenishment Ships to serve as resupply vessels in long-range campaigns, making them critical assets in ground operations and flexible support missions.**

1. **Jehudiel**
   * **class**: Combat Littoral Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Primary troop transport and gunship escort, deploys dropships from orbit.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Barachiel**
   * **class**: Exploration Littoral Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Monitors initial setup and delivery of new colony world settlers and gear.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Remiel**
   * **class**: Commercial Littoral Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Larger cargo bay to deploy industrial factories to colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Stealth & Surveillance Ships (SSN)****

**Stealth and Surveillance Ships specialize in covert operations, espionage, and tactical sabotage missions. Equipped with advanced cloaking technology and long-range sensor arrays, they excel at gathering intelligence on enemy fleets and launching surprise attacks. Their stealth capabilities make them perfect for spying, infiltrating enemy systems, and conducting deep space reconnaissance. These ships often work behind enemy lines, relaying critical information to fleet command while remaining undetected, striking with precision when the moment is right.**

1. **Raziel**
   * **class**: Combat Stealth & Surveillance Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Principal espionage and long-range intelligence gathering vessel.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Zophiel**
   * **class**: Exploration Stealth & Surveillance Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Specifically equipped to scan deep rim systems in hostile space.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Cassiel**
   * **class**: Commercial Stealth & Surveillance Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Large cargo bay to transport equipment to high-risk rim systems.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Amphibious Assault Ships (LHA/LHD)****

**These powerful vessels transport ground forces for planetary invasions and provide logistical support for establishing planetary bases. Operating in low orbit, Amphibious Assault Ships deploy dropships, troop carriers, and other landing craft for planetary invasions. Once the ground forces are deployed, these ships can also provide ongoing support in terms of planetary defense or reinforcing military outposts. Their logistical capabilities ensure that troops are sustained in long-term planetary engagements, making them essential for planetary conquest and occupation.**

1. **Seraphim**
   * **class**: Combat Amphibious Assault
   * **Faction of Origin**: Mandate of God
   * **Description**: Secondary support for low orbit operations of ground assaults.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Zadkiel**
   * **class**: Exploration Amphibious Assault
   * **Faction of Origin**: Mandate of God
   * **Description**: Workhorse of all scientific and archeological planetary operations.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Raphael**
   * **class**: Commercial Amphibious Assault
   * **Faction of Origin**: Mandate of God
   * **Description**: Mainline commercial hauler and secondary escort for planetary industry.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Colony & Transport Ships (LPD)****

**Colony and Transport Ships play a vital role in planetary colonization and long-term defense. These large vessels carry colonists, supplies, and heavy machinery necessary for establishing new colonies. Beyond simply transporting resources, they are responsible for deploying planetary defense systems and supporting planetary development. As interstellar trade routes and new colonies are established, these ships ensure that both fledgling and mature colonies receive the supplies and reinforcements they need to thrive and defend against potential threats.**

1. **Ariel**
   * **class**: Combat Colony & Transport
   * **Faction of Origin**: Mandate of God
   * **Description**: Principal vessel to establish footholds on hostile colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Haniel**
   * **class**: Exploration Colony & Transport
   * **Faction of Origin**: Mandate of God
   * **Description**: Follows colony escort fleet, deploys the initial colony world equipment.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Muriel**
   * **class**: Commercial Colony & Transport
   * **Faction of Origin**: Mandate of God
   * **Description**: Deploys and maintains industrial colony world settlers and gear.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Replenishment Ships (T-AO)****

**Replenishment Ships are the logistical backbone of any long-range fleet operation. These ships resupply fleets with additional fighters, missiles, and munitions, allowing fleets to remain in combat for extended periods without returning to base. In addition to fleet resupply, Replenishment Ships can also deliver supplies to planetary outposts, ensuring that remote or besieged stations continue to operate. Their ability to keep front-line fleets operational during prolonged engagements makes them invaluable to large-scale campaigns.**

1. **Eremiel**
   * **class**: Combat Replenishment
   * **Faction of Origin**: Mandate of God
   * **Description**: Re-arms and resupplies mainline fleet ships during long engagements.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Selaphiel**
   * **class**: Exploration Replenishment
   * **Faction of Origin**: Mandate of God
   * **Description**: Secondary hospital ship for galactic rim expeditions and storage.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Ophaniel**
   * **class**: Commercial Replenishment
   * **Faction of Origin**: Mandate of God
   * **Description**: Cargo workhorse for resupply and repair of industrial colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Patrol & Escort Ships (PC)****

**Patrol and Escort Ships are small, fast vessels that protect star systems and secure trade routes. These nimble ships often respond first to skirmishes or intrusions within a star system, acting as sentinels that protect the fleet’s most vulnerable assets. In addition to providing rapid responses to threats, these ships also serve as convoy escorts, ensuring that interstellar trade routes remain secure. Their high maneuverability allows them to quickly counter enemy attacks, making them ideal for system defense and skirmish engagements.**

1. **Verchiel**
   * **class**: Combat Patrol & Escort
   * **Faction of Origin**: Mandate of God
   * **Description**: Primary combat escort and guard craft throughout the empire.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Angelos**
   * **class**: Exploration Patrol & Escort
   * **Faction of Origin**: Mandate of God
   * **Description**: Deep space escort and scanner force multiplier on the galactic rim.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Malach**
   * **class**: Commercial Patrol & Escort
   * **Faction of Origin**: Mandate of God
   * **Description**: Principal cargo vessel for short trade routes and smuggling runs.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Diplomatic Ships (LCC)****

**Diplomatic Ships are vital for inter-faction relations, equipped with advanced communication systems and diplomatic suites. These vessels are used for negotiations, treaty signings, and peace talks, facilitating high-level diplomatic missions. Diplomatic Ships provide a neutral space for negotiations between warring factions or alliances, often serving as the last line of diplomacy before war erupts. They also transport ambassadors and dignitaries, ensuring that factional relations are maintained at the highest level.**

1. **Daniel**
   * **class**: Combat Diplomatic Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Force maximizer and ‘show of strength’ in initial negotiations.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Anael**
   * **class**: Exploration Diplomatic Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Lead vessel in initial negotiations with new colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Ezekiel**
   * **class**: Commercial Diplomatic Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Lead vessel in trade negotiations among all other factions.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Research Vessels****

**Research Vessels are dedicated to deep space exploration, scientific missions, and the recovery of ancient artifacts. Equipped with advanced scanners, research labs, and archaeological tools, these ships explore uncharted regions of space, searching for valuable resources and lost technology. Research Vessels are often dispatched to study spatial anomalies, unknown planets, and ancient relics that could provide technological breakthroughs or influence factional power dynamics. Their mission is to push the boundaries of known space and expand humanity’s understanding of the universe.**

1. **Jophiel**
   * **class**: Combat Research Vessel
   * **Faction of Origin**: Mandate of God
   * **Description**: Primarily used in research missions in hostile territory.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Cherubim**
   * **class**: Exploration Research Vessel
   * **Faction of Origin**: Mandate of God
   * **Description**: Sent in following initial discovery of new systems or anomalies.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **Archangel**
   * **class**: Commercial Research Vessel
   * **Faction of Origin**: Mandate of God
   * **Description**: Used primarily in asteroid fields and nebulae for corporate research.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:

### ****Command Ships (LCC)****

**Command Ships are the nerve center of any fleet, coordinating large-scale fleet movements and planetary campaigns. Serving as mobile command centers, these vessels are equipped with advanced control systems and communication suites, allowing fleet admirals or faction leaders to direct massive fleet operations. Command Ships are crucial in high-level strategic planning, offering real-time tactical data and coordination during critical battles. Their presence is essential for large campaigns, providing centralized leadership to ensure that entire fleets operate in unison.**

1. **Moses**
   * **class**: Combat Command Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Flagship for any long-term engagement anywhere in the galaxy.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
2. **Solomon** 
   * **class**: Exploration Command Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Flagship on empire-wide surges into unknown sectors of space.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**:
3. **King David**
   * **class**: Commercial Command Ship
   * **Faction of Origin**: Mandate of God
   * **Description**: Principal vessel to establish industrial connections to colony worlds.
   * **Rank to Pilot**:
   * **Ship Cost**:
   * **Max Cargo**:
   * **Max Shields**:
   * **Max Armor**:
   * **Max Hull**:
   * **Weapon Type**:
   * **Combat Power**:
   * **Faction Attribute**:
   * **Evasion**:
   * **Crew Size**: